

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

1.-10. (Cancelled)

11. (Currently Amended) A method of obtaining a game license on a gaming machine providing game play of one or more games, the method comprising:

providing a gaming machine comprising a 1) housing, 2) a master gaming controller coupled to the housing that controls a game of chance played on the gaming machine and determines the outcome of the game of chance wherein the game license is associated with the game of chance; 3) a first input mechanism, coupled to the housing, for receiving and storing money or indicia of credit input to the gaming machine; and 4) an output mechanism, coupled to the housing, for outputting money or a tangible indicia of credit redeemable for cash from the gaming machine resulting from outcomes for the game of chance determined on the gaming machine;

under control of the master gaming controller, determining license data is needed for the game chance while the game of chance is available for game play on the gaming machine;

under control of the master gaming controller, generating a game license request message to request the license data;

under control of the master gaming controller, sending the game license request message to a remote server;

under control of the master gaming controller, receiving a game license reply message from the remote server including the license data;

under control of the master gaming controller, updating the game license using the license data on the gaming machine.

12. (Original)The method of claim 11, further comprising,
prior to sending the game license request message,
contacting a local ISP and sending the game license request message via the local ISP.

13. (Original)The method of claim 11, further comprising,
looking up an IP address of said remote server and sending the game license request
message to the IP address of said remote server.

14. (Previously Presented)The method of claim 11, further comprising,
encapsulating the game license request message in multiple information packets.

15. (Original)The method of claim 11, further comprising,
generating a message signature allowing the game license reply message to be
unambiguously identified as being from the gaming machine and
appending said message signature to the game license request message.

16. (Original)The method of claim 11, wherein the game license data is
symmetrically encrypted using a symmetric encryption key and the symmetric encryption
key is encrypted using a public key.

17. (Original)The method of claim 11, wherein the game license data includes
a license expiration data, a game ID number, game usage data, software version data,
operator identification data, time data, data date and machine identification information.

18. (Original)The method of claim 11, further comprising:
authenticating the game license reply message.

19. (Original)The method of claim 11, wherein said one or more games are selected from the group consisting of a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

20. (Original)The method of claim 11, wherein the game license is selected from the group consisting of a site license, an annual license, a monthly license, a daily license or a per-use license.

21. (Currently Amended) A method of obtaining a gaming report on a gaming machine providing game play of one or more games, the method comprising:

providing a gaming machine comprising a 1) housing, 2) a master gaming controller coupled to the housing that controls a game of chance played on the gaming machine and determines the outcome of the game of chance; 3) a first input mechanism, coupled to the housing, for receiving and storing money or indicia of credit input to the gaming machine; and 4) an output mechanism, coupled to the housing, for outputting money or a tangible indicia of credit redeemable for cash from the gaming machine resulting from outcomes determined on the gaming machine;

under control of the master gaming controller, determining an amount of money or indicia of credit input to the gaming machine;

under control of the master gaming controller, after determining the amount of money or indicia of credit input into the gaming machine, receiving a wager on a game of chance using the money or indicia of credit input into the gaming machine;

under control of the master gaming controller, generating and displaying an outcome to the game of chance; and

under control of the master gaming controller, determining an amount of money or indicia of credit to output from the gaming machine;

under control of the master gaming controller, sending game transaction data resulting from a play of the game of chance to remote server wherein the game transaction data is processed by the remote server to generate a gaming report related to the performance of one or more gaming machines;

under control of a the master gaming controller, encrypting gaming report request data;

under control of a the master gaming controller, generating a gaming report request message including the encrypted game gaming report request data;

under control of a the master gaming controller, sending the gaming report request message to a remote server;

under control of a the master gaming controller, receiving a gaming report reply message from the remote server including a gaming report; and

under control of a the master gaming controller, displaying said gaming report on the gaming machine.

22. (Original)The method of claim 21, further comprising,
prior to sending the gaming report request message,

establishing communications with a local ISP and sending the gaming report request message via the local ISP.

23. (Original) The method of claim 22, further comprising, receiving the gaming report reply message via the local ISP.

24. (Original) The method of claim 21, further comprising, looking up the IP address of said remote server and sending the gaming report request message to the IP address of said remote server.

25.-31. (Cancelled)

32. (Previously Presented) A gaming machine comprising:

a housing;

a master gaming controller, coupled to the housing, that controls a game of chance played on the gaming machine and that communicates with one or more remote servers wherein the game of chance comprises receiving a wager amount on the game of chance, determining an outcome for the game of chance and displaying the outcome for the game of chance and wherein a game license is associated with the game of chance;

wherein the master gaming controller is adapted to 1) determine that license data is needed for the game chance while the game of chance is available for game play on the gaming machine; 2) generate a game license request message to request the license data; 3) send the game license request message to a remote server; 4) receive a game license reply message from the remote server including the license data; and 5) update the game license with the license data;

a display, coupled to the housing, for displaying the outcome of the game of chance;

a network interface, coupled to the housing connected to the master gaming controller allowing communications between the master gaming controller and the one or more remote servers;

a first input mechanism, under control of the master gaming controller, and coupled to the housing, for receiving and storing money or indicia of credit input to the gaming machine;

a second input mechanism, in communication with the master gaming controller and coupled to the housing, including one or more input buttons for making a wager on the game of chance;

an output mechanism mechanism, under control of the master gaming controller and coupled to the housing, for outputting money or a tangible indicia of credit redeemable for money from the gaming machine resulting from outcomes determined on the gaming machine; and

a memory for storing encryption information.

33. (Original)The gaming machine of claim 32, wherein the network interface is selected from the group consisting of a wireless interface and a wireline interface.

34. (Original)The gaming machine of claim 33, further comprising:
an antenna for transmitting and receiving communications over the wireless interface.

35. (Original)The gaming machine of claim 33, further comprising:

a modem for transmitting and receiving communications over the wireline interface or wireless interface.

36. (Original)The gaming machine of claim 32, further comprising:
a firewall for filtering communications received at the network interface.

37. (Previously Presented)The gaming machine of claim 32, wherein the game of chance played on the gaming machine is at least one of a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

38. (Original)The gaming machine of claim 32, wherein at least one of a TCP/IP communication protocol, ATM communication protocol and a frame relay communication protocol is used for the communications between the master gaming controller and said one or more remote servers.

39. (Original)The gaming machine of claim 32, wherein the memory is selected from the group consisting of an EPROM, a flash memory a ROM, a RAM, a CD, a DVD, a tape drive, a hard drive and a non-volatile memory.

40. (Previously Presented) The gaming machine of claim 32, wherein the gaming transaction data is selected from the group consisting of accounting data, game usage data, game configuration data, software version data, a casino identification, a machine status data, a time stamp, service priority data, game licensing information, billing data, diagnostic data, digital signature data, identification data, fund transfer data, configuration data and maintenance data.

41. (Previously Presented) The gaming machine of claim 32, wherein the gaming transaction request is selected from the group consisting of a game license request, a report request, a maintenance request, a software version request, a billing request, a digital signature request, an identification request, a fund transfer request, a configuration request and a diagnostic request.

42. (Original)The gaming machine of claim 41, further comprising, a display for displaying a report received in reply to the report request.

43. (Original)The gaming machine of claim 32, wherein the remote server is a selected from the group consisting of a game license server, a report server, a public key server, a game server, a software update server, a diagnostic server, a billing server, a gaming machine and a maintenance server.

44. (Original)The gaming machine of claim 32, wherein the memory stores IP addresses of said one or more remote servers.

45. (Original)The gaming machine of claim 32, wherein the memory stores a private key for decrypting encrypted data.

46. (Original)The gaming machine of claim 32, further comprising processor logic that

(i) asymmetrically decrypts said symmetric encryption key with a private encryption key,

(ii) symmetrically decrypts at least one of gaming transaction data and gaming transaction replies using said symmetric encryption key.

47. (Previously Presented) The gaming machine of claim 46, wherein the gaming transaction reply is selected from the group consisting of a game license reply, a report reply, a maintenance reply, a software version reply, a billing reply, a digital signature authentication reply, an identification reply, a fund transfer reply, a configuration reply and a diagnostic reply.

48. (Original)The gaming machine of claim 46, wherein the memory stores said private encryption key.

49. (Original)The gaming machine of claim 32, wherein the symmetric key is selected from a pool of symmetric keys.

50. (Original)The gaming machine of claim 49, wherein a first gaming transaction data is encrypted using a first symmetric encryption key and a second gaming transaction data is encrypted using a second symmetric encryption key and wherein said first encryption key and said second encryption key are selected from the pool of symmetric keys.

51. (Previously Presented) The method of claim 11, further comprising, under control of the master gaming controller on the gaming machine, encrypting information sent in the game license request message.

52. (Previously Presented) The method of claim 11, further comprising, under control of the master gaming controller, after determining the amount of money or indicia of credit input into the gaming machine, receiving a wager on the game of chance using the money or indicia of credit input into the gaming machine wherein the license data for the game of chance has been obtained from the remote server;

under control of the master gaming controller, generating and displaying an outcome to the game of chance; and

under control of the master gaming controller, determining an amount of money or a tangible indicia of credit redeemable for money to output from the gaming machine.

53. (Previously Presented) The method of claim 11, further comprising, storing to a memory accessible to the master gaming controller of plurality of different types of games of chance available for game play on the gaming machine.

54. (Previously Presented) The method of claim 53, further comprising, monitoring a licensing status for the plurality of different types of games of chance.

55. (Previously Presented) The method of claim 53, further comprising:
sending game usage data associated with plurality of different types of games of chance to the remote server.

56. (Previously Presented) The method of claim 11, further comprising, monitoring a licensing status for the game of chance.

57. (Previously Presented) The method of claim 11, further comprising, determining the game of chance is being utilized according to conditions specified in the game license.

58. (Previously Presented) The gaming machine of claim 32, wherein the master gaming controller is further adapted to monitor a status of the game license.

59. (Previously Presented) The gaming machine of claim 32, further comprising:
a first memory device accessible to the master gaming controller for storing a plurality of
different types of games of chance.

60. (Previously Presented) The gaming machine of claim 32, wherein the master
gaming controller is further adapted to generate on the display a list of games of chance
available for play on the gaming machine.